



Introduction

You want the girl. You want the ride. You want to discipline the streets with extreme prejudice. And all the while you want the governor to cut million dollar checks to cover all the damage you're going to cause getting there.

Those are some lofty ambitions, but it can be done. With IGN Guides in the passenger seat, you'll learn the apexes, hairpins, chicanes, and all the other weird-sounding places of Need for Speed: Most Wanted's numerous tracks. And when the whirling dervishes of Rockport's finest come in to bust up the party, you can evade them with almost supernatural intuition. With out help, you're going to be the most wanted, most notorious street racing criminal in Rockport's history.



In this Need for Speed Most Wanted strategy guide, you'll find:

- **Basics:** Discover the physics of Need for Speed: Most Wanted and strategies for success in every mode.
- **Tracks:** A screenshot-intensive guide to the roads of Rockport.
- **Career Mode:** Find out who you're up against and what challenges they've set down for you.
- **Secrets:** Every car revealed, along with some codes for your cheatin' heart.

Just don't forget to send us a postcard.

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Basics

Driving	Modes	Pursuit
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Which car is best?

As companies try to make their games more accessible to a broad audience, this becomes something of an irrelevant concern. While every car in the game has its base attributes and a Lamborghini is obviously going to have an easier time carving up the road than a VW Golf, with enough time and money you can get your car to virtually any level of performance. The Performance Tuning option in the start menu even lets you fix your car on the fly and adapt to any environment.



Scan the Road

What was one of the first things you learn when you were preparing for your driver's test, besides gas on right, brakes on the left, and not skimping on an air freshener? Constantly scan the road. Look for debris, traffic, any other obstructions between the start and finish lines.

Sounds obvious, right? Remember that some objects won't react realistically to your car. All cars, boxes, street signs and lamps can be knocked out of the way. Church signs or hospital signs can't. And learn which trees will bend to your will and which won't.

Don't get surprised by the twists and turns of the track. Look at the minimap in the left-hand corner of the screen every few seconds. Not only do you get to see about a quarter-mile ahead, but you may also learn what shortcuts your opponents are using.

Shortcuts

In the first half of career Mode and on lower difficulty settings, the AI only uses shortcuts after you set the precedent or if they're really far behind. So if you're ahead, it helps to keep tabs on your opponents via the minimap to see what routes they're taking to catch up. This switches in the latter half of the game so if your opponents are ahead, eyeball the minimap to see which shortcuts they're using.

Perfect Launch

With practice, you'll get that Perfect Launch every time. At the beginning of the race, rev the car and keep your eye on the tachometer needle. Whenever it turns blue, you're in the Perfect Launch zone and if it's blue when the start timer reaches zero, you'll smoke everyone right then and there. Keep in mind that each car has its own Perfect Launch zone and modifying your car will also alter how much you need to rev your car to find it.

Turning

Very rarely will you need to apply the brakes. Plan ahead and let off the gas at the appropriate time, steering as gently or as harshly as necessary. Like in life or any other racing game, start speeding up in the middle of the turn. As you become more experienced with the game, you'll be able to gauge how much steering force you need to apply to when turning by looking at the angle of the turn on the minimap.



Nitro

Thanks to the ever lovable catch up Mode which often gives AI cars a magical sudden spurt of speed at the end of races, nitro often decides whose nose crosses the finish line first. It's not available at the beginning of the game, but once it's in your inventory, try using it at the end of every turn to quickly regain speed. In addition, using nitro causes the rear to descend, centering your car into a straight line. It's the fastest and easiest way to stabilize, whether it's after a crash, a turn, or on a trip onto loose dirt and grass. Nitro refills as you drive and once you cross the 100 MPH mark, it nearly doubles its refill rate.

Speedbreaker

Speedbreaker, which slows the game to a crawl and makes your car very sensitive to the touch, is more useful than you may think. Hit the Speedbreaker when beginning an acute angle turn, and then nitro to straighten out and speed up. It takes practice, but you'll soon be able to take every hard turn with total precision and minimal loss of speed.

Pursuit Breakers

Pursuit Breakers, big things being held up by teeny tiny pillars, come in many forms: a big donut sign, the overhang above gas pumps, makeshift scaffoldings around construction sites, and other such props. They're primarily used to ditch the police during a pursuit, but they're also valuable in putting some distance between you and the competition in racing modes.

Driving

Modes

Pursuit

Sprint Mode Basics

Sprint Mode is arguably the most difficult mode in the game: not only do you have to drive as quickly as possible and get only one chance to utilize the shortcuts and Pursuit Breakers, but you have to do it all while contending with up to three other racers with the same goal in mind.

This guide primarily focuses on sprint tracks. But because all tracks across all modes overlap with each other, we've included a cheat sheet that details which tracks share the same shortcuts, Pursuit Breakers, and fastest race lines with its sprint track brethren. Once you've mastered the Sprint tracks, the rest of the game falls into place.

Circuit Mode

Circuit Mode is like Sprint Mode, except the tracks are shorter and you do them over and over and over. The same principles of Sprint Mode apply here, except that you'll want to save the Pursuit Breakers for the last lap. Because catch up Mode is always in effect, any slowdown you cause your AI opponents in the beginning is virtually worthless: by the final lap they'll be back on your tail, without fail. Using the Pursuit Breaker on the last lap gives them less time to catch up.

Speedtrap Mode

Speedtrap Mode sprinkles the track with traffic cameras, which records how fast you're going as you cross their path. The person that accumulates the highest number of recorded speed wins the race. For this mode, you'll want to ignore all shortcuts and focus on picking up as much speed as possible on the real track. Burn up all of your nitro as you approach the camera, and then refill it in-between cameras.

However, don't fall behind first place: every second that passes after first place crosses the finish line, six miles is scratched off your accumulated miles record.

Tollbooth Mode

Like a Practice Mode, but with no dilly-dallying. It's just you, the open road, and a hell of a lot of tollbooths. Each track has several tollbooths that you need to cross within a certain amount of time in order to continue. All of the time you have leftover after crossing a tollbooth increases the amount of time you have to cross the next tollbooth so, like Speedtrap, it's beneficial to use all of your nitro right before a tollbooth.

(Note: Tollbooth tracks are available only in Career Mode.)

Drag Mode

In Drag Mode, you don't need to worry about turning: just hold down the Accelerate Button and the game will do the rest. Not crashing and burning, however, is still up to you.

Drag Mode eschews transmission options and designates your car as a manual. The tracks may be short, but that only means less time for you to recover should you make a mistake. Thus, it's imperative that you get the Perfect Launch each and every time, not to mention perfect shifts. Arrows occasionally appear in the center of the screen as you drive in Drag Mode, denoting windows of opportunities to shift. The appearance of the blue arrow means that it's a good time to shift but you won't get the greatest speed increase. It's when the arrow turns green that you'll want to shift up to the next gear. If the arrow turns red, you're over revving and in danger of overheating your engine, a race-sacrificing move.

Weaving through traffic is the most useful tactic during drag races. Whenever you pass a car to your left or right, it's usually a good idea to merge into that lane since it remains clear for a while.

Driving

Modes

Pursuit

Here's where the real fun begins. You'll be engaged in Pursuit Mode if you purposely choose to pick a fight from the menu or if the police happen to randomly stumble into one of your in-progress races. In the case of the latter, you'll have to contend with the police, along with everything else, up until the finish line. After the race, you'll be tossed into Pursuit Mode, where you have free reign over the city. Drive anywhere and everywhere; whatever it takes to evade the police.

Heat

Heat decides how aggressive the police will be and what kind of arsenal they'll pull out. Heat increases over time during pursuits regardless of your actions and you won't be able to reach high Heat Levels earlier on in the game. Whenever you evade the police, Heat also decides how quickly the Cooldown Meter fills up. In other words, how long it takes for the police to lose interest in you and disappear.

To decrease your heat, go into any car shop and start changing the visuals on your car. The easiest way is to change the car's body kit and give it a new paint job.

Heat Level 1: Nothing to worry about. Civic cruisers that you can run into at high speeds and knock over occupy this level.

Heat Level 2: You start to see undercover cruisers, which are tougher than the civic cruisers. Also, there'll be the occasional vehicle roadblock.

Heat Level 3: This level introduces state pursuit cars. You'll want to stop aggressively attacking around this point as pursuit cars are next to impossible to knock over.

Heat Level 4: Start panicking. SUVs, which always travel in pairs, will try to ram you head-on. Always dodge them, using Speedbreaker if necessary. Helicopters hover over you, meaning evasion is impossible unless you go into a roofed area. The helicopter comes one at a time and stick around for two to three minutes before leaving to refuel. You'll have about a minute of privacy to evade the police before another helicopter arrives. The police will also begin to lay down lethal spike strips. See below for more on road blocks and spike strips.

Heat Level 5: More of everything, and faster. The helicopter will occasionally swoop down. Use Speedbreaker to dodge it; otherwise you'll fly like a punted Mighty Mouse.

Heat Level 6: Congratulations if you reach this level. Also, it's been nice knowing you. See the end of Career Mode for the details.



Hiding Spots

During Cooldown Mode, look for white circles on the minimap. These are semi-private areas that you can drive into to quickly increase the Cooldown Meter. In the first two Heat Levels, finding the hiding spots isn't that significant since the Cooldown Meter goes up at a tremendous rate. But by Heat Level 3, the hiding spots become priceless, and evasion is practically an impossibility without them.

Bounty

Bounty's the cash number dangling over your head that's tempting every last police officer in Rockport. The higher your heat level, the longer you evade them, and the more destruction you cause to their cars during Pursuit Mode, the higher your bounty climbs.

Cost to State

Virtually everything you collide into will increase this number. It has no function except for milestones. You can also marvel at how high it can climb in later pursuits.

Milestones

In addition to finishing a certain number of races and meeting a bounty requirement, each Blacklist member has a list of milestones, which range from achieving a minimum cost to state and bounty during a pursuit, evading the police under a set time, or going fast enough to get your license plate photographed by traffic cameras.

Evading the Police

The police are quite awful at dodging Pursuit Breakers and taking turns. Look for sharp S-curves and ditch them.

The freeway has its advantages and disadvantages. The lanes are wide and there are no obstructions (besides concrete medians) that you can crash into. This is good if you're looking to increase bounty, Heat Level, or fulfill a milestone that requires you to keep the pursuit going on for a certain time. But if you're actively trying to end the pursuit, the freeway's a trap. It's hard to shake the police with such wide curves and even if you do, there are no hiding spots.

The police travel in waves. Each wave will thin out over time; some of them fall behind while others collide into something and take critical damage. When the police herd is running low, a Backup Timer will pop up at the bottom. This is how much time you have left to evade the police before it starts all over again.

The key is to drive down the same streets in an obvious, repetitive figure, like a circle. Driving recklessly down random foreign streets will only cause confusion.

Speedbreaker

Use the Speedbreaker when you're approaching a roadblock. Be wary of empty spots in the roadblock: those are where the spike strips are. Line up with the gap between two cars in the roadblock and nitro through it. Never aim for the front of a police car or where the engine is.

Busted?

Turn off the Xbox. You won't lose any data since Need for Speed autosaves after every completed race and pursuit. Not only that, every time the Xbox is shut off, the Heat Level on your car goes down a couple of bars.

The Pursuit Mode Sweet Spot

Feeling lazy? Mischievous? Want to clear some milestones and score a couple million in bounty and cost to state in one pursuit?



Go to the Bounty option in the Safe House and choose Rosewood Police Station. Drive to the bus depot south of the station. If you're not completely sure where this is, open up the world map, select this Pursuit Breaker for the GPS. The bus depot is across the street from it.



Drive into the depot. Turn right and go up the ramp and onto the row of buses.



Hang your car over the last bus so the police can see you and they'll go nuts trying to figure out how you got up there. The police will clamor on top of each other and blindly run into the indestructible buses, like some Monty Python-esque destruction derby. An occasional police car will figure out how to get on top of the buses and when that happens, simply drive off the bus and the police will follow. Reset your car upon impact and you'll be back on top of the bus. To end this madness, move away from the edge and the evasion meter will start increasing. Or if you have a helicopter scoping you, reverse back into the bus depot, but not back down the ramp.

Tracks

Sprint		Drag		Circuit		Lap Knockout		Speedtrap	
01-05	06-10	11-15	16-20	21-25	26-30	31-35	36-40	41-44	

Sprint Tracks

Each Sprint track monitors how much of the track you've completed. Using that percentage in conjunction with this guide, you'll always have your bearing within the track. As you become more and more familiar with the game, you'll rely less and less on the percentages and know what's coming up just by recognizing your surroundings. In turn, this information can be applied within the other in the other modes until, ultimately, you can use all the knowledge of the lay of the land you've accumulated against the police in Pursuit Mode.

Trouble turns are precisely what they sound like: sharp, mean turns. You'll have to apply the brakes for these turns.

For corner cuts, stay close to the inside wall of the turn. The turn is smooth and easy to take, though you'll probably still have to let off on the gas to take them properly.

1/44: Diamond & Union

Trouble turns: N/A
Cut corners at 43%, 62%, 85%, 94%



4%: This shortcut through the plaza parking lot at the first turn will give you the early lead on the competition.



15%: These green warning lights mark the entrance to another shortcut. Break through the chain link fence and enjoy the breezy drive underneath the amusement park's water slides.

2/44: Highway 99 & State

Trouble turns: N/A

Cut corners at 37%, 43%, 61%



27%: In this narrow, blink-and-you'll-miss-it shortcut, be careful not to graze these fences: you'll get locked in a game of BMW ping-pong, bouncing back and forth between the sides as you try to stabilize the car.



34%: If you and the competition miss the shortcut, take advantage of this Pursuit Breaker. In fact, use this well and it'll do more for your race than if you had taken the shortcut.

68%: Get on the grass, hug the corner, but instead of following the track, go straight and you'll enter a quick shortcut underneath some fallen trees.

3/44: Clubhouse & Hollis

Trouble turns: N/A

Cut corners at 6%, 46%, 55%, 75%, 77%, 79%, 83%, 86%



12%: Ah, everything a shortcut should be: a time-saver, spacious and free of clutter. Take this one at all costs.



79%: Not only can you cut through the parking lot at this turn but knocking down the pillars at this Pursuit Breaker guarantees that anyone behind can't do the same.

97%: As you climb the hill during the final stretch of the track, look for the giant donut rising like a glazed gingerbread sun. Knock it down by crashing through the pillars holding it up, adding insult to injury to the competition as you cross the finish line.

4/44: Stadium & Highway 99

Trouble turns: N/A

Cut corners at 23%, 25%, 41%



29%: Watch for this alleyway shortcut; the angle at which your car approaches the shortcut makes it very easy to miss. Slow down as you approach the end of the shortcut (33%): you'll have to make a blind left turn back into the track where a barrier lies in wait to kill your momentum.



71%: You'll be going extraordinarily fast once on the freeway so keep it tight at this turn to avoid crashing into the side of this out-of-nowhere bridge.

5/44

Trouble turns: 41%, 81%, 87%, 90%
Cut corners at 7%, 14%, 33%, 49%



59%: Even though you're off the freeway at this point, you'll still be pulling triple-digit speeds so it's easy to pass this Pursuit Breaker on the right. Use it if you have to, but be careful not to crash into the brick walls surrounding the shop.

Sprint		Drag		Circuit		Lap Knockout		Speedtrap	
01-05	06-10	11-15	16-20	21-25	26-30	31-35	36-40	41-44	

6/44: Rosewood & Lyons

Trouble turns: N/A

Cut corners at 13%, 25%, 34%, 37%, 42%, 46%



50%: Look for the wood arch marking the entrance to this alley shortcut. The exit of the shortcut is a sharp and blind left turn back onto the track. Slow down as you approach it.



71%: Take the path to the right and you'll keep on a straighter line, not to mention drive with the traffic flow.

73% (on the right path): This one takes a little practice. Make a very sharp left turn into the gas station and keep to the left and embark down this narrow alley. (You can also go right when in the gas station and run through the pumps as a Pursuit Breaker, but opponents rarely ever go down this way.) As you exit the alley, keep to the right of the yellow warning light and that huge gas price sign. Otherwise, you'll embark on an incline that'll throw you into the trees.

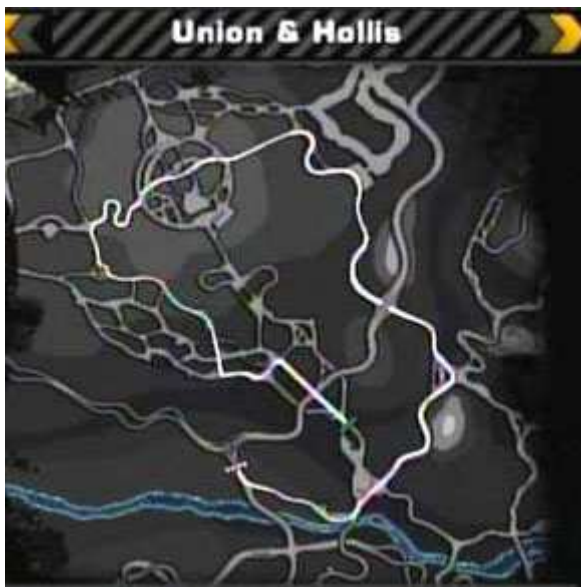


77%: Whether you took the gas station shortcut or are coming out of the left path (see 71%), go straight and cause some damage at this bus depot shortcut.

84%: To the right is a brief shortcut though a parking lot filled with white big rigs. Once you get really good at this game, this may be a challenge worth embarking on, but generally the risk of crashing eclipses the two seconds you save.

7/44: Union & Hollis

Trouble turns: 11%
Cut corners at 7%, 28%



8%: Like in the first track, you can use the parking lot of this small plaza as a shortcut.



39%: It doesn't look like it judging from the minimap, but going to the left through the university's parking garage will save a second or two and allow you to smoothly reenter the track at the end of a turn. Staying on the road leads you underneath a poorly lit overpass with pillars and traffic.



50%: Like in its previous iteration, you'll be granted access to this shortcut by sticking to the freeway wall as it curves and then cutting across the lanes.

90%: As the race winds down, a shortcut on your right side grants you access through a parking lot with big rigs. Go through it to and create a straight path to the finish line.

8/44: Heritage & Campus

Trouble turns: 40%, 50%
Cut corners at 11%, 15%, 19%, 23%, 53%, 95%



17%: Not only can you cut through the parking lot at this turn but knocking down the pillars at this Pursuit Breaker guarantees that anyone behind can't do the same.



44%: Take the turn or use this shortcut to save the half-second. Either way, this is a tough near-90° hairpin.

83%: Parking lots always seem to be empty in this game. Take advantage of this by turning right at this point and into this roomy parking lot perpendicular to the track's curve.

9/44: Campus & Chancellor

Trouble turns 53%
Cut corners at 24%, 26%, 82%, 87%, 95%



36%: These green warning lights mark the entrance to another shortcut. Break through the chain link fence and enjoy the breezy drive underneath the amusement park's water slides.



53%: One of the nastiest turns in the game. You'll have to slow down to about 40 MPH (no easy feat since this turn rears it crooked head after a long stretch of open road) so you may as well use your Speedbreaker here.

97%: As you climb the hill during the final stretch of the track, look for the giant donut rising like a glazed gingerbread sun. Knock it down by crashing through the pillars holding it up, adding insult to injury to the competition as you cross the finish line.

10/44: Rockridge & Union

Trouble turns: N/A

Cut corners at 5%, 83%, 90%, 94%



10%: Water towers like these went out of fashion with the Dust Bowl. Help bring Rockport to modern times by knocking this antique down. If it happens to crush some unsuspecting racers behind you, well, that can't be helped, can it?



50%: Stick to the left wall of the tunnel as you exit. Crash through these gates for a slim shortcut. Depending on the weather, you may be momentarily blinded by the sun so prepare early.

55%: The refinery to the left is great for pursuit mode, but when racing, it's a pointless labyrinth of boxes, smokestacks, and inclines.



65%: Another bizarre "shortcut." It goes underneath the road and into a cave so it looks great, but the sightseeing is time better spent on the actual track.

86%: The car wash entrance to the right can be used as a shortcut, but is so far off the track that it's not really worth it. The pumps to the left are Pursuit Breakers but it's unlikely that anyone will follow you into here.

12/44: Beacon & Station

Trouble turns 14%, 49%
Cut corners at 21%



2%: As the race starts, launch yourself straight ahead into this shortcut leading beneath the lighthouse is narrow, so drive with caution. And don't panic at the sight of the cement divider as you exit.



14%: If the previous shortcut doesn't work out too well and you get snagged inside the trouble turn, use this boat Pursuit Breaker located right after the trouble turn. You may not get any victims to fall for it, but at least you let off a little steam.

17%: And right after that is another Pursuit Breaker in the form of a wood balcony hanging over a store entrance.



64%: This shortcut that goes through the parking structures of two office buildings is tempting, but there are too many pillars and inclines that lift you off the ground and take your control away from the car. As your cars get more powerful, so does the chance of a crash inside this underground gauntlet.

68%: From here up until the wide left turn ahead, try to keep as straight as line as possible. You'll spend most of the time on the grass, but overall it takes up less time and you'll avoid a tollbooth crowding the two lane track.



79%: This short cut/Pursuit Breaker on the left will launch you through an unpainted billboard. This one rarely works since most of the time you'll do a face plant into the ground rather than land back on the track. The time and nitro you spend getting out of the grass is the same, if not more, had you stayed on the track.

87%: Do this right and the final stretch will be one fast blur. If you have any nitro, use it all to blast a straight line through this slight S-curve. Afterwards, it's nothing but open road so burn off the rest of your nitro to the end.

13/44: Bristol & Bayshore

Trouble turns: 18%, 59%
Cut corners at N/A



26%: This "shortcut" goes underneath the road and into a cave so it looks cool, but the sightseeing is time better spent on the road.



47%: Avoid trying to find a shortcut through the refinery. As you approach the tunnel, look for this path that'll save you a second and, if the race is tight, will even jump you up a rank or two.



87%: It's a series of dips as you descend the hill towards this water tower. The final dip is the steepest and will usually activate the brief cut scene of your car in midair. You have to make a 90° right turn when you land. Since it's hard to immediately regain control of your car, actively aim for the water tower on the corner as you clear the final dip and the turn won't be as sharp.

14/44: Boundary & Marina

Trouble turns: 48%

Cut corners at 14%, 31%, 59%, 61%, 76%, 84%



4%: Use your nitro to get the jump on your opponents and keep going straight onto the grass until you're back on the road



76%: Need for Speed's a tricky devil sometimes. For example: go straight though the corner and the walls of this bank come crashing down. There must be some kind of money laundering scheme here. Who else builds their banks out of Styrofoam?



82%: Use this Pursuit Breaker to ditch the competition. Immediately afterwards, start making a wide left turn onto the highway.

91%: Go straight underneath the lighthouse. If all goes well, you'll catch a little air as you exit the shortcut and launch yourself right across the finish line.

15/44: Stadium & Highway 1

Trouble turns 63%, 69%, 87%
Cut corners at 8%, 33%



20%: Take the path to the right at this fork. Both paths are of equal length, but at least you'll be going with the traffic flow.



33%: Cut the corner here and knock the water tower down while you're at it.

56%: Stick to the left wall as you exit the tunnel and plow through these gates for a slim shortcut. Depending on the weather, you may be momentarily blinded by the sun so prepare early.



63%: This wide gravel entrance will be on the left. Once on the path, stick to the fence on the left and you'll reenter the track. One of the easier shortcuts in the game, not to mention you get to bypass this track's most difficult turn.

88%: This is the first in a series of off-road shortcuts (also at 89% 91%, 95%, 97%). It is very difficult to enter each shortcut with precision and not hit the wall while you're driving through them. A lot of the tracks in other modes go through this area so it's worth it to practice these whenever you're here.

Sprint	Drag	Circuit	Lap Knockout	Speedtrap
01-05	06-10	11-15	16-20	21-25
26-30	31-35	36-40	41-44	

16/44: North Bay & Harbor

Trouble turns: 53%, 72%
Cut corners at 10%, 15%



24%: The ever helpful parking lot shows up again. Take this shortcut at all costs.



29%: Go straight after the turn into the hospital parking lot. Go off the lot's edge onto the helipad. The second section of this shortcut is closed off in this track so it's necessary that you press down on the left button as you're about to go over the helipad's edge. You'll slide over the edge and back onto the track, as opposed to smashing into the yellow detour arrows.



84%: Stay to the left and make a path between these two industrial buildings.

89%: As you turn the corner here, stick as close as you can to the left wall to start a path onto a brief gravel path. It's a little bumpy, but it'll get to the bridge faster than the track will.

17/44: Camden & Route 55

Trouble turns: 27%, 37%, 45%, 59%, 71%, 73%
Cut corners at 87%, 89%, 91%



11%: Take this path up onto a bridge and into a trailer park. It's all off-road so keep the car stabilized in the middle of the road by constantly tapping the d-pad left and right.



19%: This is the first in a series of off-road shortcuts (also at 20%, 21%, 23%, 24%). It'll take practice to enter each shortcut with precision and not bang into the wall.

37%: Take this shortcut towards the refinery; otherwise you'll have to slowdown to about 50 miles in order to take the track turn.



42%: Here again? You know what to do: plow through these gates and then make a tight right turn into the tunnel.

71%: Starting around at the 65% mark, you enter the boardwalk next to the ocean, which is wide, straight, and empty enough so that you can easily hit top speed. Apply the brakes as you approach this buzz-killing turn.



81%: Got some aggression to get out? This scaffolding on your left can be used as a Pursuit Breaker.

89%: Though you can cut the corner here, be cautious of this obnoxious indestructible sign.

18/44: Heritage & Diamond

Trouble turns 61%, 72%
Cut corners at 17%, 66%, 78%, 83%



1%: Start your day with something sweet: push your way to the left as soon as the race begins and knock down the big donut.



7%: These green warning lights mark the entrance to a shortcut leading underneath the amusement park's water slides.

86%: Go straight into the hospital parking lot and embark on a series of jumps that lead across the hospital helipad and the police station roof. Not only will you teleport to the 97% mark in less than 10 seconds, but the AI is absolutely terrified of this shortcut and never takes advantage of it. It's the only way to fly!

19/44: Camden & Ironwood

Trouble turns: 4%, 14%, 41%
Cut corners at 58%, 98%



45%: The city is narrow and clogged with traffic. Use these to your advantage by zooming through this construction area.



51%: The bus depot is located on the left of a blind turn so get it in your mind to look for it.

53%: As you leave the bus depot in ruins, go straight into the gas station and take the hidden alley between the building and the brick wall.

20/44: Interchange & Bond

Trouble turns 52%, 80%, 90%, 93%



59%: This track takes a while before it throws you a shortcut. Make a right when you pass the gas station into the bus terminal.



71% and 84%: With so few shortcuts and turns to cut corners at, you'll want to take every opportunity to keep your lead. Take a wide turn as you go down the hill into this Pursuit Breaker. And just when your opponents recuperate, hit them with this other scaffolding Pursuit Breaker in the Italian part of town.

Sprint		Drag		Circuit		Lap Knockout		Speedtrap	
01-05	06-10	11-15	16-20	21-25	26-30	31-35	36-40	41-44	

21/44: Union Row & Ocean

Trouble turns: 4%, 44%, 60%
Cut corners at 2%



48%: With the race starting out as a nice spacious crawl on the freeway, these narrow roads of suburbia may be claustrophobic. Take the shortcut through the bus depot on the right to regain the lead (or widen the gap between you and second).



56%: Only one shortcut and Pursuit Breaker? Truly a barren track! As always, if you're going to use this Pursuit Breaker, make it count.

22/44: Diamond Valley

Trouble turns: 12%, 38%, 41%, 67%, 80%, 83%
Cut corners at 3%, 27%, 47%



15%: As you exit the forested zone of the highway, look for this shortcut through the plaza. It's a bit of a sharp turn to make it back onto the track so start tilting your car to the right once you pass the stop sign (20% mark).



55%: Once you reenter the freeway, stay to the right. You'll be going with the flow of traffic, not to mention be taking the shorter path at this fork.

91%: It's very easy to miss this shortcut through the park as you barrel down downtown Rockport (it helps if you look for a patch of brown marking the shortcut's entrance). Once inside the park, you'll immediately be confronted by a fork with a split second to make your choice. If you're not in first place, continue down the brown cobblestone road to the right. Taking the left path takes longer but it jumps onto an outdoor theater stage where some steel pillars can be used as Pursuit Breakers. The AI commonly uses this shortcut so the Pursuit Breaker will be effective.

23/44: Stadium & Chase

Trouble turns: 14%, 79%
Cut corners at 69%



21%: You're practically flying off the track here. Hit the nitro, knock down the wooden pillars, and create a donut-shaped crater in the road.



48%: As always, whenever you're in the industrial part of the town, look for this handy shortcut.

57%: Upon approaching the bridge, take the path of the middle toll booth. The detour arrows will close in and actually force you to take the lighthouse shortcut, but by this point you should be adept at navigating the shortcut without hitting the walls.

24/44: West Park & Lyons

Trouble turns: 47%, 57%, 76%, 77%, 81%



64%: Here's a surprisingly short track late in the game. But don't get fooled by its stout demeanor: after this Pursuit Breaker in Little Italy, nearly every turn is a toughie, each one coming right after the other, after which is a final mile stretch of freeway. If you let yourself get caught in these turns, the competition can speed by and if they make it onto the freeway before you do, the race is lost. Take these turns slow and steady. Use your nitro to recover whenever necessary.

25/44: Highway 201 & Lyons

Trouble turns: 88%, 97%
Cut corners at 94%



30%: Take the path on the right as you exit the tunnel to get back on the freeway. The turn in this path is a lot sharper but it'll save yourself a few seconds.



56% and 74%: Stay close to the right wall when you're on the freeway and at these two forks.



79%: Heavens to Murgatroid! Exit to the left and into the park where an outdoor stage awaits. Keeping to the left will allow you to quickly exit the park. Or you can go straight towards the stage where the pillars holding up the lights can be used as a Pursuit Breaker.

94%: Cut a path through the police station parking lot and pick up speed for the last few seconds of the race. As you enter the parking garage, slow down or hit the brakes for a right L turn. This turn's right before the finish line so if you crash you won't have time to recover.

Sprint		Drag		Circuit		Lap Knockout		Speedtrap	
01-05	06-10	11-15	16-20	21-25	26-30	31-35	36-40	41-44	

26/44: Bond & Country Club

Trouble turns: 7%, 9%, 18%, 70%
Cut corners at 43%



14%: The first two turns in this track are thorny, so unleash all of your nitro as you come out of the second turn. Knock down this Pursuit Breaker and cut your opponents' recoveries from the two turns short.



26%: Look for the Pursuit Breaker in the middle of this turn. If you get anyone to crash into it, it'll be a slower recovery for them since they're going uphill.

34%: Look for the bus station on the left. Hit the gas and show no mercy.

27/44: Lyons & State

Trouble turns 30%, 59%, 65%, 69%

Cut corners at: 33%, 39%, 80%, 89%, 92%, 93%, 97%



6%: Take the path to the left. You'll be going against traffic but the route is short so it's unlikely you'll encounter any oncoming autos.



9%: For once follow the road signs. Don't enter the left and take the right. It's shorter and free of traffic.

42%: At this fork in the national park, going to the left offers more stability by way of a crude dirt road and a bridge. Going to the left is shorter and, according to the minimap, the correct path but the grass is slippery and there are more trees to impede progress.



44%: Immediately after that is another fork. Both have many trees loitering around but the path on the right will help you get back to the freeway quicker.

46%: Finally, the last fork. Keep to the right again.



47%: It's easy to get stuck between the trees that occupy the sides of this turn. Drop below 100 MPH, which will prevent you from sliding on the loose dirt and into the wall.

49%: You're back on the pavement, but don't get too comfortable. Rather than following the curve of the freeway, drive straight and you'll enter an off-road shortcut between two big rocks.

28/44: Camden & Fisher

Trouble turns 65%, 85%
Cut corners at 18%, 94%



5%: The plaza, allowing you to bypass a wide turn in the forest, is one of the most useful shortcuts in the game. In this track, it's one of the first things you'll see. If you miss it, you're better off restarting rather than playing catch up for half the race.



9%: As you exit the plaza, keep close to the left highway wall. When the road turns, you'll go onto a small patch of grass, which will take less time to clear than if you had stayed on the road.

89%: It's hazardous and narrow, but hit the ramp and aim between the two pillars holding up the gas station roof. The pumps are also Pursuit Breakers: they explode upon impact, but the AI rarely follows you through this shortcut knowing how risky it is.

29/44: Beach & Chancellor

Trouble turns: 66%, 70%
Cut corners at 6%, 54%



7%: Go straight after you clear the turn the 6% turn into this side road. It's narrow and uphill so watch out for opponents trying to bash you into the wall, causing your car to spin.



20%: Draw yourself towards the lighthouse like a boat on rough waters and take the shortcut leading underneath it.

26%: Exit the lighthouse shortcut and stay to the right of the tollbooths. You'll bounce onto the gravel road and, afterwards, make a sharp turn around the corner and end up back on the track.

30/44: State & Warrant

Trouble turns: 30%, 69%

Cut corners at: 2%, 3%, 4%, 6%, 7%, 10%, 15%, 18%, 60%, 65%



1%: The water park shortcut is closed, but you can make up with it by going across the parking lot as you make the left turn. The three turns after this are similarly wide and easy on the car.



5%: Head for the big tire in the sky. Use it as a Pursuit Breaker and then take the tire shop's parking lot as an easy out.

48%: Don't get too used to the creature comforts of something like a paved road. This shortcut between two rocks will set the stage for more off-roading to come.



52%: Going through the national park is much easier in this direction than the other. Ignore all the forks and keep to the right: it's practically one wide curve. Look, there's even this Pursuit Breaker in the form of the ranger's cabin!

62%: Time to fill the mindless destruction quota. Make some noise and raise some dust by smacking into this Pursuit Breaker.

Sprint		Drag		Circuit		Lap Knockout		Speedtrap	
01-05	06-10	11-15	16-20	21-25	26-30	31-35	36-40	41-44	

31/44: Valley & State

Trouble turns: 16%, 19%, 25%, 32%, 58%, 88%
Cut corners at 3%, 65%, 71%, 97%



4%: The race starts in downtown Rockport and with roads narrow and filled with traffic, there aren't many opportunities to find a driving rhythm. Blaze a trail through this urban park. You and the competition should still be tightly packed so lure them into the Pursuit Breaker on the stage.



36%: At this fork, go left, young man.

79%: The plaza, which has made appearances in several of the previous races, shows up again. Per usual, head inside and give this place some repeat business.

32/44: Seagate & Camden

Trouble turns: 21%, 23%, 58%



8%: Look for this shortcut to your left. It leads up on a bridge and through a trailer park. It's all off road so keep your distance from your opponents lest you want them to run into you and make you spin out. There's a lot of destructible debris and architecture, but none of them are Pursuit Breakers.



26%: These series of shortcuts (also at 31% and 33%) are difficult to properly utilize because they're sharper than the turns they let you bypass. Take this first shortcut on your left and then cross the road into the next shortcut. Repeat until you get to the 34% mark.



34%: This brief shortcut is located to the right beneath the freeway overpass. Use it well.

51%: As you're coming 'round down the mountain, don't miss this sole opportunity for a Pursuit Breaker.

33/44

Trouble turns 7%, 10%, 19%, 76%
Cut corners at 46%



15%: Hug the wall as you make the left turn in order to utilize this Pursuit Breaker.



27%: The last Pursuit Breaker for this track is the scaffolding in the middle of an uphill turn. Since the road's narrow here, it's much easier to get your opponents caught in this Pursuit Breaker than the previous.

34%: Since Need for Speed keeps on insisting that you drive through this part of the city, might as well keep on making the most of it. Turn left, head towards the terminal, and plow through the glass.

34/44: Highway 99 & Projects

Trouble turns 40%, 57%, 80%



26%: Success at this track largely lies within this shortcut, a series of jumps down the hill across the penitentiary's rooftops. The AI always refuses this shortcut.



48%: After you spring across the jail rooftops, use this Pursuit Breaker next to the lake to widen the gap between you and second place.

65%: After you clear the toll booths, stick to the right side and you'll embark on this gravel road. It's bumpy, but will allow you to drive in a straight line as opposed to driving the curve of the road.



75%: Follow the train tracks down this dirty alley. Your view will be obstructed by a bunch of boxcars so use the minimap for guidance. It's a tough shortcut, but will save you a few seconds once you've mastered it.

35/44: Seaside & Lennox

Trouble turns 83%, 92%
Cut corners at 7%, 47%, 50%, 66%



11%: No shortcuts to speak of in this track, amazingly enough. Plenty of Pursuit Breakers, however. The first one, a scaffolding looking across the lake, will be on your left.

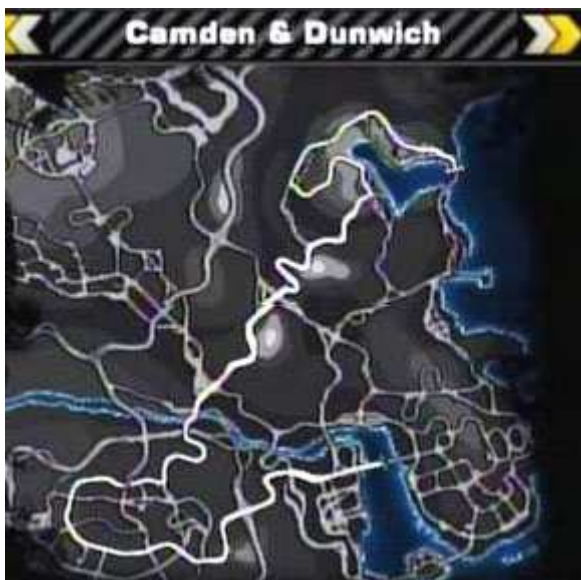


74% and 87%: These two Pursuit Breakers always seem to go hand in hand. If you hit both, it could be a devastating combo to your opponents. The one in Little Italy occupies the final stretch of the track so if they get caught under it, recovery will be impossible.

Sprint		Drag		Circuit		Lap Knockout		Speedtrap	
01-05	06-10	11-15	16-20	21-25	26-30	31-35	36-40	41-44	

36/44: Camden & Dunwich

Trouble turns: 38%, 74%



8%: Take it easy on the gas whenever you come upon this turn: there's an empty lot adjacent to the turn that you can get trapped in if you're going too fast.



61%: This shortcut is on the left side underneath the freeway overpass. It's after a long stretch of open road so at your rate of speed, it's easy to miss this one. Look for the green lottery billboard that indicates the shortcut's entrance.

83%: Perk up when you get to the freeway section with the ridged cement walls: that means you're getting close to another shortcut. After the road curves to the right, keep gently turning right and you'll enter the trailer park with no problems. Keep going straight. The trailer park ends at a bridge will drop you back down onto the track.

37/44: Ironhorse & Coast

Trouble turns 25%, 79%, 85%
Cut corners at 60%, 88%



12%: Unlike the previous track, your car won't be traveling that fast as it approaches the shortcut. After the race starts, stay close to the left wall and turn into this shortcut beneath the highway.



48%: The small hill before this shortcut will cause your car to go airborne, go straight, and, in most cases, make you miss the shortcut. As you approach the hill, get acquainted with the left wall. Immediately before the hill, start turning to the right so that you'll jump diagonally to the right and into the shortcut.

38/44: Seaside Interchange

Trouble turns: 9%, 36%, 83%

Cut corners at 23%, 24%, 54%



29%: Here's a shortcut you haven't seen in a while. Zoom through the gates and the green warning lights for a hidden dirty road beneath the water slides.



48%: The alleyway shortcut leading you past homes and backyards is closed again in this track. But it's not a total loss: look for this Pursuit Breaker that's on your right side.

The 89% mark begins the final portion of the track, a series of slight S curves surrounding by grass. Traveling in a straight line off the road and onto the grass will save you a few seconds, always crucial in a game that guarantees every race is going to be a close one.

39/44: Highway 2001

Trouble turns 16%, 20%, 37%
Cut corners at 3%, 33%, 55%, 58%, 61%



4%: Since this shortcut through the park is early in the track, you won't be traveling too fast and should be able to stay to the left, roving down the brown cobblestone path. To the left is a Pursuit Breaker on the stage, but ignore it for this track since there's a better one coming up.



9%: Hopefully you got the perfect launch and used the public park shortcut well because the track wanders into this construction site. The road is unpaved and narrow so this Pursuit Breaker on the left is tremendously valuable in putting some distance between you and the competition.

24%: The shortcut on your left is a dangerous one. There are several white big rigs parked in the lot, leaving you a very narrow route and an even narrower margin of error. If you crash into a big rig, reset your car. Since it's still in the first quarter of the track, you can still catch up. Or you may even want to start over since, precisely, you haven't gotten too far into the track.



25%: Before you have time to miss it, here you are at the bus depot again. Veer left off the road and into the terminal. This is the last Sprint track that uses the bus depot as a shortcut so feel free to be extra destructive.

62%: The turn before this shortcut is very wide and generous, so stick to the left wall as you curve around the bend. This shortcut leads you directly to the road in front of the stadium, but by taking this you miss a pursuit located on the normal track.

40/44: Diamond Park

Trouble turns: 8%
Cut corners at 28%



14%: Keep barreling down the track at this junction and avoid going into the caves. The track offers a fairly straight race line, while the cave is twisty and sharp.



35%: Back at the ol' stomping grounds, eh? Use the roofs of this jailhouse as landing pads and you'll quickly end up at the bottom of this hill, jumping all the way up to the 47% mark. As they say, "You're living proof that our revolving door prison system works."

60%: It's anchors aweigh for this boat. Your opponents will likely be driving on this left side in anticipation of the upcoming turn, so knock this Pursuit Breaker down and keep them marooned, at least for a little while.



65%: Keeping up with the sea motif, this lighthouse will quickly rise up from the horizon. Keep your race line straight and cut through the bushes, revealing a shortcut leading underneath the lighthouse.

74%: Had enough of the dirt and grim of this industrial zone of the city? Take this shortcut on your left to expedite your departure.

Sprint		Drag		Circuit		Lap Knockout		Speedtrap	
01-05	06-10	11-15	16-20	21-25	26-30	31-35	36-40	41-44	

41/44: Industrial & Bristol

Trouble turns 97%
Cut corners at 18%



After a few turns in the industrial section of the city, the highway takes over for the rest of the track. Though the road is spacious and all of the turns are wide, keep on looking at the minimap as usual to see which wall you should hug in order to minimize driving amount.

When on the highway, you'll come across a series of forks though it doesn't matter which path you take as they're all the same length. However, for the final fork (88%), take the left path. As you exit the tunnel and reenter the city, slow down for the sharp left turn.

42/44: Bay Bridge & Seaside

Trouble turns: 63%
Cut corners at 16%, 75%, 91%



6%: This shortcut on the left leads your car up through an unfinished billboard and onto the grass. This is a usually ineffective and effective shortcut, but since it's so early in the track, go ahead and try your luck at it.



Two Pursuit Breakers (at 50% and 64%) keep the middle portion of this race interesting.



Forks also come in pairs. At both the 43% and 84% forks, take the left paths. They're sharper turns than if you had taken the right, but brake and hit left at the right time and you can semi-slide through them.

43/44: Forest Green

Trouble turns: 45%, 55%

Cut corners at turns 17%, 60%, 74%, 76%



18%: Make a nice wide turn into a shortcut cutting a path through the train yard. Watch out for the boxcars.



26%: This wide gravel entrance will be on the right. Once in it, stick to the fence on the right and you'll smoothly reenter the track and save a few seconds. One of the easier shortcuts in the game.

29%: As you turn the corner here, stick as close as you can to the left wall and you'll end up on a brief gravel path that goes diagonally onto the toll bridge. It's a little bumpy, but even if you don't have any nitro to stabilize your car, it's worth it.



32%: This shortcut leading beneath the lighthouse is narrow, so drive with caution. And don't get surprised by the divider as you exit.

47%: This scaffolding on your left can be used as a Pursuit Breaker.



82%: This short cut/Pursuit Breaker on the left will launch you through an unpainted billboard. At its best, you'll land on the track and leave your opponents contending with a pile of rubble. But a more likely scenario: you won't clear the distance necessary to make it back onto the track. Instead, your car plops onto the grass and wastes more time and nitro getting out of it than if it had stayed on the track. Avoid.

87%: If you have any nitro, use it all to blast a straight line through this slight S-curve. Afterwards, it's nothing but straight paths and wide turns so burn off the rest of your nitro and let it replenish.

44/44: Clubhouse & Lennox

Trouble turns: 13%, 28%, 62%, 67%, 70%, 87%, 95%
Cut corners at 3%, 6%, 10%, 31%, 41%, 45%



13%: Hit the brakes as you approach this turn. There's a gas station to your left that can be used as a Pursuit Breaker but don't bother going for it if it's not in your path: the AI, even at its cheapest, can never take this turn well enough so that it can drive into the gas station.



18%: Soon after the gas station you'll end up on the wide-open freeway. Stay on the left side of the road until you reach this wood fence. Go through it for an off-road shortcut. As you exit, go straight across the freeway lanes for another wood fence and the second portion of this shortcut.

84%: As you've seen from the rest of the guide, we've recommended that you not take this shortcut leading through the parking garages of two office buildings as it's filled with hazardous objects. However, this track has blocked off one of the roads that goes around these two buildings so you might as well go straight through the gates and into the parking garages. Keep the car steady and watch out for the load-bearing pillars.

Sprint	Drag	Circuit	Lap Knockout	Speedtrap
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Location of cars and debris remain the same every time you do a drag race, though the type of car in the location frequently changes. There are hundreds of solutions to every drag race, but the ones listed here require the lowest amount of movement and, thus, have the lowest probability of you crashing as you merge.

1/11



1. Stay in your lane until you clear the tunnel.
2. Pass the first car on your right you see after tunnel and then merge into its lane.
3. Pass the next car on your right and then merge into its lane.



1. Merge into the left lane immediately. You'll be going against traffic.
2. When you pass the oncoming car on the right, merge into its lane.
3. You'll do a little jump as you go down an incline and a curve. A car will be in your lane so merge to the right most lane.
4. Weave left and right for the rest of the track. The cars will be spaced very far apart so take your time.



1. Stay in your lane until you see the car on your left just before the tollbooth. Merge into its lane after you pass it.
2. Merge back into your original lane after you pass another car on the right immediately after the toll booth.
3. Pass two cars on the left and then merge into that lane.



1. Immediately merge into the left lane.
2. Pass a car on the right and then merge into that lane.
3. Pass two cars on the left and then merge into that lane.
4. Weave to the finish line (right, left, right, left, right).



1. Stay in your lane until you pass the first car on the right and then merge into its lane. An upcoming scaffolding on the left will make everyone bottleneck into your lane.
2. Merge to the left after the scaffolding.
3. Pass two cars on your right (one will be exiting a driveway) and then merge into that lane.
4. Weave through about five cars.
5. Things get tricky at an intersection. There will always be some truck or news van crossing your path at this intersection. Slow down just enough to let it pass but not enough so that your opponents can overtake you.
6. Weave through two more cars.



1. Merge into the far right lane immediately.
2. Weave through three cars on the bridge.
3. After the bridge, merge into the left lane. At the intersection, don't get freaked out by the car making a right turn into the lane to your right.
4. Before the tollbooth, you'll pass a car on your right. Merge into its lane after you pass it.
5. Weave through several cars. At another intersection, there may be a truck making turns, so slow down to let it finish.
6. Weave through several more cars to the finish.



1. Stay in your lane until you pass a car on your right. Merge into its lane.
2. Pass two cars on your left and then merge into the left lane.
3. Pass the next car on your right and then merge into its lane.
4. A big rig will be crossing the intersection. Let off the gas for a second or two and then drive underneath it.
5. Merge into the left lane immediately after the big rig.
6. Pass the next car on your right and then merge into its lane.



1. Immediately merge to the rightmost lane.
2. Weave past two cars (left, right).
3. A big rig will be crossing the intersection. Slow down if necessary and then drive underneath it.
4. After the big rig, stay in your right lane. Pass one car on the left and then merge into that lane.
5. Pass four cars on the right (the third one will be making a right turn at the intersection into the lane to your right). Don't worry. You won't crash into it.
6. After the fourth car on your right, merge into that lane.
7. Weave through three cars (left, right, left).



1. Weave through the cars until you reach the intersection.
2. Go underneath the big rig that's crossing the intersection.
3. Merge into the left lane after the big rig.
4. Pass three cars on your right and then merge into that lane.
5. Pass two cars on your left and then merge into that lane.
6. The road will narrow down to a two lane road and a car will be in your lane right before the finish line. Merge left to avoid.



1. Merge immediately to the right lane.
2. Go underneath the big rig that's crossing the intersection.
3. After the big rig, step into the left lane.
4. Pass two cars (on the right) and then merge into that lane.
5. Weave through two cars (left, then right again).
6. Pass two cars (on your left) and then merge into that lane.
7. Pass one last car (on your right) and then merge into that lane up until the finish line.



1. Merge immediately into the lane to your right.
2. Merge between two cars.
3. You'll pass two more cars (on your left) before reaching an obnoxious intersection with a random amount of cars. Use Speedbreaker to dodge the cars and nitro to recover.
4. Once past the intersection and on the freeway, merge to the left most lane and coast to the finish line.

Sprint	Drag	Circuit	Lap Knockout	Speedtrap
1/28: Ironwood Estates				
Length: 4.2 miles				
Shares shortcuts and strategies with Lyons & State (Sprint track 27), Highway 2001 (39)				
2/28: Campus Way				
Length: 5.6 miles				
Union & Hollis (7), Heritage & Diamond (18)				
3/28: Highlands				
Length: 4.3 miles				
Lyons & State (27), Highway 2001 (39)				
4/28: Petersburg				
Length: 5.7 miles				
Seaside Interchange (38), Bay Bridge & Seaside (42)				
5/28: Heritage Heights				
Length: 7.5 miles				
Rockridge & Union (10), Heritage & Diamond (18)				
6/28: Omega				
Length: 6.5 miles				
Stadium & Highway (15), Forest Green (43), Clubhouse & Lennox (44)				
7/28: Diamond				
Length: 8.9 miles				
Union & Hollis (7), Lyons & State (27)				
8/28: Hillcrest Boundary				
Length: 9.2 miles				
Union & Hollis (7), Rockridge & Union (10)				
9/28: Circle Rose				
Length: 6.8 miles				
Clubhouse & Hollis (3), Rockridge & Union (10)				
10/28: Switchback				
Length: 8.9 miles				
Clubhouse & Hollis (3), Union & Hollis (7)				
11/28: Hospital Switchback				
Length: 7.0 miles				
Clubhouse & Hollis (3), Lyons & State (27)				
12/28: Dunwich Bay				
Length: 7.4 miles				
Chase & Bristol (11), Camden & Route 55 (17)				

13/28: Boundary

Length: 6.5 miles |

Stadium & Highway (15), Forest Green (43), Clubhouse & Lennox (44)

14/28: Century Square

Length: 4.1 miles |

West Park & Lyons (24), Highway 201 & Lyons (25), Valley & State (31)

15/28: Heritage & Omega

Length: 7.1 miles |

Chase & Bristol (11), Camden & Route 55 (17)

16/28 Little Italy

Length: 5.0 miles |

Boundary & Marina (14), West Park & Lyons (24), Seaside & Lennox (25)

17/28: Ironhorse

Length: 8.4 miles |

Camden & Ironwood (19), Clubhouse & Lennox (44)

18/28: Waterfront

Length: 5.3 miles |

Stadium & Chase (23), Camden & Fisher (28)

19/28: Gray Point

Length: 7.1 miles |

Chase & Bristol (11), Camden & Route 55 (17)

20/28: Omega & Industries

Length: 8.5 miles |

Chase & Bristol (11), Camden & Route 55 (17), Camden & Dunwich (36)

21/28: Bay Bridge

Length: 7.8 miles |

Boundary & Marina (14), Camden & Fisher (28)

22/28: Camden Tunnel

Length: 7.9 miles |

Boundary & Marina (14), Camden & Fisher (28)

23/28: Campus Interchange

Length: 13.9 miles |

Stadium & Highway 99 (6), Rockridge & Union (10)

24/28: Country Club

Length: 13.9 miles |

Stadium & Highway 99 (6), Rockridge & Union (10)

25/28: East Park
Length: 8.5 miles
Camden & Ironwood (19), Clubhouse & Lennox (44)

26/28: Oil Refinery
Length: 8.4 miles
Camden & Fisher (28), Ironhorse & Coast (37), Diamond Park (40)

27/28: Hastings
Length: 17.9 miles
Diamond Valley (22), Industrial & Bristol (41)

28/28: Clubhouse
Length: 10.4 miles
Rosewood & Lyons (6), Union & Hollis (7), Lyons & State (27)

Sprint	Drag	Circuit	Lap Knockout	Speedtrap
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1/20: Hickley Field
Length: 5.0 miles
Shares shortcuts and strategies with Stadium & Highway 99 (Sprint track 6), Rosewood & State (5)

2/20: Rosewood College
Length: 7.4 miles
Campus & Chancellor (9), Lyons & State (27)

3/20: City Center
Length: 4.8 miles
Diamond & Union (1), Stadium & Highway 99 (6)

4/20: Rosewood Drive
Length: 10.2 miles
Campus & Chancellor (9), Lyons & State (27)

5/20: Ocean Hills
Length: 12.9 miles
Beach & Chancellor (29), Forest Green (43)

6/20: Bayshore
Length: 9/6 miles
Camden & Route 55 (17), Forest Green (43)

7/20: Fisher Road
Length: 9.3 miles
Camden & Route 55 (17), Camden & Fisher (28)

8/20: Cascade
Length: 7.1 miles
Seaside & Lennox (35), Camden & Dunwich (36)

9/20: Highway 201

Length: 9/3 miles |

Union & Hollis (7), Campus & Chancellor (9)

10/20: Century

Length: 10.5 miles |

Interchange & Bond (20), Highway 201 & Lyons (25)

11/20: Coastal

Length: 7.2 miles |

Camden & Route 55 (34), Highway 99 & Projects (11)

12/20: Rosewood Hillcrest

Length: 7.2 miles |

Campus & Chancellor (9), Lyons & State (27)

13/20: Dunwich Village

Length: 10.4 miles |

Chase & Bristol (11), Valley & State (31)

14/20: Chancellor Way

Length: 9.5 miles |

Heritage & Campus (8)

15/20: Industrial Front

Length: 7.2 miles |

Camden & Route 55 (34), Highway 99 & Projects (11)

16/20: Riverside

Length: 17.6 miles |

Camden & Ironwood (19), Union Row & Ocean (21)

17/20: College Switchback

Length: 9.5 miles |

18/20: Petersburg Crossing

Length: 17.8 miles |

Camden & Ironwood (19), Union Row & Ocean (21)

19/20: Valley & Highway 201

Length: 10.0 miles |

Hwy 201 & Lyons (25)

20/20: Smuggler's Wharf

Length: 11.6 miles |

Seaside & Lennox (35), Diamond Park (40), Industrial & Bristol (41)

Sprint	Drag	Circuit	Lap Knockout	Speedtrap
1/31: Diamond & State				
Length: 3.3 miles				
Shares shortcuts and strategies with Lyons & State (Sprint track 27)				
2/31: Forest & Ironwood				
Length: 3.9 miles				
Union & Hollis (7)				
3/31: Highway 4 & Clubhouse				
Length: 3.6 miles				
Heritage & Campus (8)				
4/31: Seaside & Fisher				
Length: 2.7 miles				
Boundary & Marina (14), Camden & Fisher (28)				
5/31: Rosewood & Highway 99				
Length: 3.9 miles				
Rosewood & Lyons (6)				
6/31: North Bay & Seaside				
Length: 2.7 miles				
Boundary & Marina (14), Camden & Fisher (28)				
7/31: Seagate & Horn				
Length: 4.9 miles				
Union Row & Ocean (21), Stadium & Chase (23)				
8/31: Hollis & Chancellor				
Length: 6.3 miles				
Heritage & Diamond (18)				
9/31: North Bay Cannery				
Length: 3.7 miles				
Camden & Fisher (28), Ironhorse & Coast (37)				
10/31: Dunwich & Bayshore				
Length: 3.8 miles				
Diamond Park (40)				
11/31: Rose & Rockridge				
Length: 6.0 miles				
Heritage & Diamond (18)				
12/31: Fisher & Interchange				
Length: 5.1 miles				
Camden & Fisher (12)				

13/31: Boardwalk
Length: 5.1 miles
Camden & Route 55 (17), Hwy 99 & Projects (34)

14/31: Highway 99 & Campus
Length: 3.9 miles
Rosewood & Lyons (6)

15/31: North Bay & College
Length: 6.1 miles
Rosewood & Lyons (6), Seagate & Camden (32)

16/31: Country Club
Length: 6.5 miles
Bond & Forest Green (16), Camden & Dunwich (36)

17/31: Fairmont & Clubhouse
Length: 5.6 miles
Hwy 99 & Projects (34)

18/31: Bond & Riverside
Length: 4.5 miles
Hwy 201 & Lyons

19/31: State & Petersburg
Length: 8.8 miles
Lyons & State (27)

20/31: Terminal & Financial
Length: 8.0 miles
Camden & Route 55 (17), Seagate & Camden (32), Diamond Park (40)

21/31: Highway 99
Length: 5.0 miles
Heritage & Diamond (18), Bond & Country Club (26)

22/31: Green & Fairmont
Length: 5.4 miles
Seagate & Camden (36)

23/31: Dunwich & Hills
Length: 4.4 miles
Dunwich & Hills (17)

24/31: Petersburg & Highway 201
Length: 5.0 miles
Heritage & Diamond (18), Bond & Country Club (26)

25/31: Heritage & Warrant

Length: 8.9 miles |

Union & Hollis (7), Rockridge & Union (10)

26/31: Masterson & Route 55

Length: 7.0 miles |

Camden & Dunwich (36)

27/31: Lennox & Camden

Length: 5.7 miles |

Industrial & Bristol (41)

28/31: Industrial & Green

Length: 6.8 miles |

Camden & Dunwich (28), Seaside Interchange (38), Industrial & Bristol (41)

29/31: Union Row & Seaside

Length: 4.8 miles |

Diamond & Union (1), Clubhouse & Lennox (44)

30/31: Ironhorse & Bristol

Length: 7.4 miles |

Stadium & Chase (23)

31/31: Warrant

Length: 6.0 miles |

Rosewood & State (5), Stadium & Chase (23), Seagate & Camden (32)

Career Mode

In the Beginning	The Blacklist	The End
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So this is how it's going to go down? You in jail and your ride stolen by Razor, the skinny dude in a wife beater? Not if we have anything to say about it. It's time to climb the Blacklist ladder: defeat all 15 members, evade the cops, get your car back, and become Rockport's most wanted racer.

The game opens in the present with you about to race Razor, the soon-to-be top member of the Blacklist. It doesn't matter how well or poorly you do in this first race since it fades to black after about a minute.

Time skips back a few days to a previous race. An easy one since your opponent purposely drives about ten miles slower than you. There are no difficult turns, so keep your finger down on the Accelerate Button.



After you finish, you'll skip forward in time. Not quite present day, but getting close. This is a two-lap circuit race with three other opponents. The first part of the track is a chicanes so as you leave the starting line, keep the car as straight as possible and you'll clear this gentle S-turn.

The left turn after the chicanes, you come across...another one. Stay to the right way and keep as straight as possible (without crashing) and you'll save many a second.



The next turn introduces you to the world of the trouble turn. Slow down to about 80 MPH to take this left turn properly.

Go through the tunnel and you'll be lead to the public park. There are several branching paths in the park, but stick to the main road. Turn the corner of the brick wall for the finish line and then repeat it all one last time.

After this race, you'll be whisked forward to the present day race. Again, it doesn't matter how well or poorly you do: the race ends at the 84% mark with the discovery that your car has been sabotaged. Razor has given your engine a little dose of poison. He gets your car for "winning" and as the police arrive, you have no means for a graceful exit. We do believe it is payback time.

In the Beginning	The Blacklist	The End
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Blacklist member 15: Sonny	
Boss Prerequisites Race Wins: 3 Completed Milestones: 3 Total Bounty: 20,000 Race Tracks Sprint: Diamond & Union Circuit: Ironwood Estates Lap Knockout: Hickley Field	Boss Races Circuit: Campus Way / Highlands Cash Prize: \$5,000
Unlocks: Audi A3 3.2 Quattro / Audi TT 3.2 Quattro	



Blacklist member 14: Taz	
Boss Prerequisites Race Wins: 4 Completed Milestones: 3 Total Bounty: 50,000 Race Tracks Sprint: Hwy 99 & State / Clubhouse & Hollis Circuit: Petersburg, Heritage Heights Lap Knockout: Rosewood College	Boss Races Sprint: Stadium & Hwy 99 / Rosewood & State Cash Prize: \$6,000
Unlocks: Audi A4 3.2 FSI Quattro / Mitsubishi Eclipse	



Blacklist member 13: Vic**Boss Prerequisites**

Race Wins: 4
Completed Milestones: 3
Total Bounty: 100,000

Race Tracks

Sprint: Rosewood & Lyons
Lap Knockout: City Center / Rosewood Drive
Speedtrap: Diamond & State / Forest & Ironwood
Tollbooth: Hwy 99 & Highlands / Hwy 4 & Forest Green

Boss Races

Sprint: Union & Hollis / Heritage & Campus
Cash Prize: \$6,000

Unlocks: Camden Beach borough / Renault Clio V6 / Toyota Supra

**Blacklist member 12: Izzy****Boss Prerequisites**

Race Wins: 4
Completed Milestones: 3
Total Bounty: 180,000

Race Tracks

Sprint: Campus & Chancellor / Rockridge & Union
Circuit: Omega
Drag: Bayshore & Boardwalk
Speedtrap: Hwy 4 & Clubhouse
Tollbooth: Hwy 99 & Route 55 / North Bay & Chase

Boss Races

Circuit: Diamond
Sprint: Chase & Bristol
Cash Prize: \$8,000

Unlocks: Cadillac CTS / Ford Mustang GT / Mazda RX-8



Blacklist member 11: Big Lou**Boss Prerequisites**

Race Wins: 5
Completed Milestones: 3
Total Bounty: 300,000

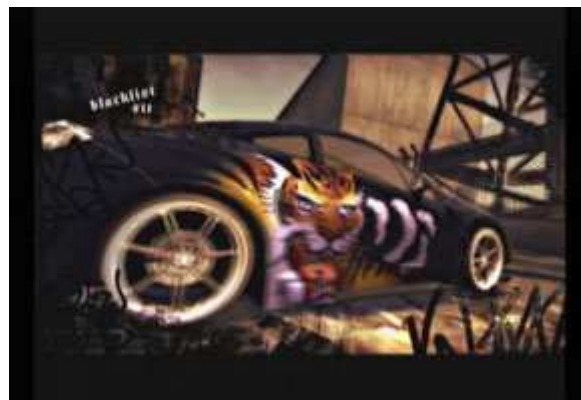
Race Tracks

Sprint: Beacon & Station / Bristol & Bayshore
Circuit: Hillcrest Boundary
Drag: Heritage & Rosewood
Speedtrap: Seaside & Fisher / Rosewood & Highway 9
Tollbooth: Chase & Waterfront / Route 55 & North Bay

Boss Races

Circuit: Circle Rose / Switchback
Cash Prize: \$10,000

Unlocks: Mercedes-Benz SL 500 / Mitsubishi Lancer Evolution VIII

**Blacklist member 10: Baron****Boss Prerequisites**

Race Wins: 5
Completed Milestones: 4
Total Bounty: \$500,000

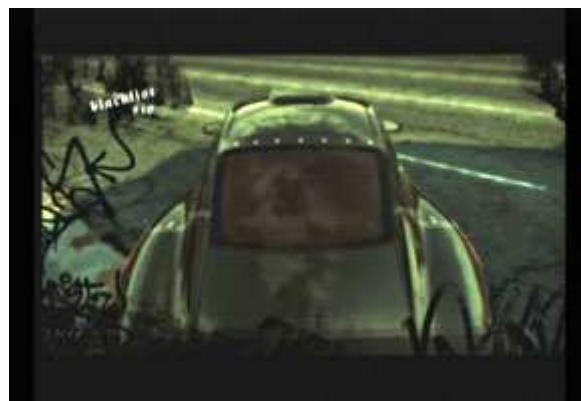
Race Tracks

Sprint: Boundary & Marina / Stadium & Hwy 1
Circuit: Hospital Switchback
Lap Knockout: Ocean Hills / Bayshore
Speedtrap: North Bay & Seaside
Tollbooth: Hwy 99 & Union / Waterfront & Bristol

Boss Races

Drag: Harbor & Ocean
Sprint: North Bay & Harbor
Cash Prize: \$12,000

Unlocks: Pontiac GTO / Porsche Cayman S / Vauxhall Monaro VXR



Blacklist member 9: Earl**Boss Prerequisites**

Race Wins: 5
Completed Milestones: 4
Total Bounty: \$790,000

Race Tracks

Circuit: Dunwich Bay / Boundary
Drag: Seaside & Camden
Lap Knockout: Fisher Road
Speedtrap: Seagate & Horn / Hollis & Chancellor
Tollbooth: Skyview & Waterfront / Bristol & Route 55

Boss Races

Sprint: Camden & Route 55
Speedtrap: North Bay Cannery
Cash Prize: \$16,000

Unlocks: Downtown Rockport borough / Mazda RX-7 / Subaru Impreza WRX STI

**Blacklist member 10: Baron****Boss Prerequisites**

Race Wins: 5
Completed Milestones: 4
Total Bounty: 1,180,000

Race Tracks

Sprint: Heritage & Diamond
Lap Knockout: Casade / Hwy 201
Speedtrap: Dunwich & Bayshore / Rose & Rockridge
Tollbooth: Union & Hwy 99 / Waterfront & Hwy 99

Boss Races

Drag: Union & Rockridge
Sprint: Camden & Ironwood
Cash Prize: \$20,000

Unlocks: Lotus Elise / Mercedes-Benz CLK 500



Blacklist member 7: Kaze**Boss Prerequisites**

Race Wins: 7
Completed Milestones: 4
Total Bounty: \$1,680,000

Race Tracks

Sprint: Interchange & Bond / Union Row & Ocean
Circuit: Century Square / Heritage & Omega
Drag: Ocean & Harbor
Lap Knockout: Century
Speedtrap: Fisher & Interchange
Tollbooth: Route 55 & Projects / Hwy 201 & Hwy 99 / Beach & Skyview

Boss Races

Sprint: Diamond Valley / Stadium & Chase
Cash Prize: \$24,000

Unlocks: Aston Martin DB9 / Porsche 911

**Blacklist member 6: Ming****Boss Prerequisites**

Race Wins: 7
Completed Milestones: 4
Total Bounty: \$2,300,000

Race Tracks

Sprint: West Park & Lyons / Hwy 201 & Lyons / Bond & Country Club
Drag: Riverside & Terrace
Lap Knockout: Coastal / Rosewood Hillcrest
Speedtrap: Boardwalk / Hwy 99 & Campus
Tollbooth: Interchange & Tunnel / Penitentiary / Hwy 201 & Forest

Boss Races

Circuit: Little Italy
Speedtrap: North Bay & College
Cash Prize: \$28,000

Unlocks: Dodge Viper SRT 10 / Lamborghini Gallardo



Blacklist member 5: Webster**Boss Prerequisites**

Race Wins: 7
Completed Milestones: 4
Total Bounty: \$3,050,000

Race Tracks

Sprint: Lyons & State / Camden & Fisher
Circuit: Ironhorse
Lap Knockout: Dunwich Village
Speedtrap: Country Club / Fairmont & Clubhouse / Bond & Riverside
Tollbooth: Stadium & Beacon / Bay Bridge & Forest / Skyview & Coast

Boss Races

Sprint: Beach & Chancellor / State & Warren
Speedtrap: State & Petersburg
Cash Prize: \$48,000

Unlocks: Porsche 911 Turbo S

**Blacklist member 4: JV****Boss Prerequisites**

Race Wins: 7
Completed Milestones: 5
Total Bounty: \$4,050,000

Race Tracks

Sprint: Valley & State
Circuit: Waterfront / Gray Point
Lap Knockout: Chancellor Way / Industrial Front
Speedtrap: Terminal & Financial / Hwy 99 / Green & Fairmont

Boss Races

Drag: Rosewood & Heritage
Speedtrap: Dunwich & Hills / Petersburg & Hwy 201
Cash Prize: \$54,000

Unlocks: Ford GT / Lamborghini Murcielago



Blacklist member 3: Ronnie

Boss Prerequisites

Race Wins: 8
Completed Milestones: 5
Total Bounty: \$5,500,000

Race Tracks

Sprint: Seagate & Camden / Bond & Forest Green / Hwy 99 & Projects
Circuit: Omega & Industries
Drag: Boardwalk & Bayshore
Lap Knockout: Riverside / College Switchback
Speedtrap: Heritage & Warrant / Masterson & Route 55
Tollbooth: Petersburg Projects / Petersburg & Project / Wharf & North Bay

Boss Races

Sprint: Seaside & Lennox
Circuit: Bay Bridge / Camden Tunnel
Cash Prize: \$60,000

Unlocks: Mercedes-Benz SLR McLaren / Porsche Carrera GT



Blacklist member 2: Bull

Boss Prerequisites

Race Wins: 8
Completed Milestones: 5
Total Bounty: \$7,550,000

Race Tracks

Sprint: Camden & Dunwich
Circuit: Campust Interchange / Country Club / East Park
Drag: Camden & Seaside
Lap Knockout: Petersburg Crossing / Valley & Hwy 201
Speedtrap: Lennox & Camden / Industrial & Green
Tollbooth: Beacon & Petersburg / Petersburg & Bond / Bond & Beacon Bridge

Boss Races

Sprint: Ironhorse & Coast / Seaside Interchange
Circuit: Oil Refinery
Cash Prize: \$75,000

Unlocks: Bull doesn't unlock any cars or boroughs.



Blacklist member 1: Razor	
Boss Prerequisites Race Wins: 9 Completed Milestones: 5 Total Bounty: \$10,000,000 Race Tracks Sprint: Hwy 2001, Diamond Park / Industrial & Bristol / Bay Bridge & Seaside Circuit: Hastings Lap Knockout: Smuggler's Wharf Spedtrap: Union Row & Seaside / Ironhorse & Bristol Tollbooth: Route 55 & Chase / Petersburg & Camden / Marine & Lennox	Boss Races Sprint: Forest Green / Clubhouse & Lennox Circuit: Clubhouse Drag: Terrace & Riverside Speedtrap: Warrent Cash Prize: <i>El zilcho</i>
Unlocks: BMW M3 GTR	



In the Beginning	The Blacklist	The End
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Has Razor been taken nice care of your car? You'll more than find out in this trial by fire: Cross, the uptight cop that's been harassing you the whole game, has created a whole new Heat Level just for you. Welcome to Heat Level 6, doomsday on wheels.



You'll be starting at the very southern end of Rockport. First thing you might notice is that you can't access the world map at this heat level. After five minutes of dodging helicopters and kamikaze SUVs, Mia will phone in, telling you to hightail it to the north Rockport and take the bridge out of town.

Your number one priority is getting to the freeway, where there's plenty of room to dodge and avoid roadblocks. Unfortunately, the closest freeway from where you're starting isn't very close at all. The first map is the fastest route to the highway. The second map is the route to take on the highway. Though it's difficult to follow the first map to the letter, it's not impossible. Just use every trick you've learned.



First things first, stick to the left wall and use this Pursuit Breaker. This will take out a few pursuers. Keep going straight at this intersection with the "Camden Beach" sign.



Go straight into the tunnel. When you're back in the sunlight, go straight and you'll drive by this jail. Take the two curves that snake around the jail.



Go right of the period and then straight down this intersection.



Go straight at this intersection too. Stay close to the right wall and then take the onramp leading onto the freeway.



Remember this construction patch? You've probably accidentally ran into it before during a pursuit. Given the circumstances we couldn't blame you, but take your time in getting to this spot. It won't open until Mia calls five minutes into the chase. Remember, driving at a medium controlled pace is better than blazing down the road and losing control and getting busted.



So after the terminally long five minutes are up, the path becomes clear. Make a mad dash for the unfinished bridge.

Secrets

Unlockable Cars	
Car	Availability
Ashton Martin DB9	Beat #7, Kaze
Audi A3 3.2 Quattro	Beat #15, Sonny
Audi A4 3.2 FSI Quattro	Beat #14, Taz
Audi TT 3.2 Quattro	Beat #15, Sonny
BMW M3 GTR	Beat #1, Razor
Cadillac CTS	Beat #12, Izzy
Chevrolet C6.R	Complete the game 100%
Chevrolet Cobalt SS	Available from start
Dodge Viper SRT 10	Beat #6, Ming
Fiat Punto	Available from start
Ford GT	Beat #4, JV
Ford Mustang GT	Beat #12, Izzy
Ford GT (Castrol Syntec version)	Enter cheat code
Lamborghini Gallardo	Beat #6, Ming
Lamborghini Murcielago	Beat #4, JV
Lexus IS300	Available from start
Lotus Elise	Beat #8, Jewels
Mazda RX-7	Beat #9, Earl
Mazda RX-8	Beat #12, Izzy
Mercedes-Benz CLK 500	Beat #8, Jewels
Mercedes-Benz SL 500	Beat #11, Big Lou
Mercedes-Benz SL65 AMG	Complete Challenge Series #68
Mercedes-Benz SLR McLaren	Beat #3, Ronnie
Mitsubishi Eclipse	Beat #14, Taz
Mitsubishi Lancer Evolution VIII	Beat #11, Big Lou
Pontiac GTO	Beat #10, Baron
Porsche 911Carrera S	Beat #7, Kaze
Porsche 911 Turbo S	Beat #5, Webster
Porsche Carrera GT	Beat #3, Ronnie
Porsche Cayman S	Beat #10, Baron
Renault Clio V6	Beat #13, Vic
Subaru Impreza WRX STI	Beat #9, Earl
Toyota Supra	Beat #13, Vic
Vauxhall Monaro VXR	Beat #10, Baron
Volkswagen Golf GTI	Available from start